

# DEATH PIT OF MOLOCH

**5E ADVENTURE FOR BEGINNER DUNGEON MASTERS & PLAYERS.**

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System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

# THE FALL

The adventure begins with the player characters (PCs) awaking in a dimly lit underground cavern. They have been hired by Roland Tress, sheriff from the nearby town of Meadheaven to investigate the case of missing travellers who were last seen in the vicinity of Hollow Rock hills.

While investigating, the ground the PCs stood on crumbled, causing them to fall into a man made cavern complex.

As they try to find their way out of the cavern, they will realise that they have stumbled into the hideout of Moloch cultists. The cultists have been digging sinkhole traps to capture travellers and turn them into members of their undead army. They won't be letting the PCs walk out of their hideout with the knowledge of their plan so easily.

Read the boxed text when you are ready to start.

As you open your eyes, you find yourself in an eery cavern. The interior is dimly lit by the sunlight shining through the hole in the ceiling.

You feel sharp pain in your head as memory of recent events snapped back into your mind. You were hired by Roland Tress, sheriff of Meadheaven, to investigate the mysterious disappearance of travellers who were last seen in the vicinity of Hollow Rock hills.

As you investigated the area, the ground beneath you crumbled, throwing you underground, and upon hitting the rocky floor, you blacked out for unknown amount of time.

Now that you've regained consciousness, you find yourself in a manmade cavern with an upturned wagon to your side and beyond it stood a heavy wooden door.

If you have not done so, do the following:

- Ask the players to introduce the characters to each other.
- If necessary, explain the strength and weaknesses of their character's classes.
- Establish the characters' marching order. Recommend tougher characters to be in front and weaker at the rear.

## GENERAL FEATURES

The interior of the cave in area 1 appears to be recently dug in, the rest looks older, but this cave complex looks obviously man made.

**Ceiling.** Area 1 & 4 has natural 30ft high stalagmite covered ceiling, other areas are manmade and only 15ft high.

**Light.** Area 1 is dimly lit by sunlight coming in from the sinkholes. Meanwhile, the rest of the complex is dimly lit by lanterns and torches.

## 1. SINK CAVERN

The PCs wake up in this cave room. Once they're done introduced themselves, they hear a voice coming from under the upturned wagon.

"Help me, Help me," A raspy, low pitched voice called out. "I have been trapped here for days, My leg is pinned under my wagon. Please, hurry, before they come to collect me like the others."

The room contains an upturned wagon with a human merchant (**commoner**) named Olly Coopersmith trapped under it. The players can't see the merchant unless they go around to the other side of the wagon.

If the PCs decide to help Olly, they can make DC12 Strength ability check to lift the wagon and pull him out. He will reward the players and has the following information.

- He is a travelling merchant who was heading to Meadheaven to sell herbs.
- His travelling companions had been taken by cloaked men into the other room. He was spared because they mentioned something about him being a damaged goods.
- He has not had any food or water for 2 days since he was trapped.
- The cloaked men keep repeating these words "Praise Moloch". The PCs can make DC15 Intelligence (Arcana) check to know that moloch is an arch-devil and those men are likely to be cultists. They might be using the traveller's body to create an undead army.

There is a locked heavy wooden door to the south that can be opened by thieves' tools (DC11) or broken with Strength ability check (DC13).

## TREASURE

If the PCs succeeds at helping Olly, he rewards them with 1 healing potion from his pouch & 1 from the secret compartment of his wagon. If they fail, he will appreciate the effort & give them 1 healing potion from his pouch.

## DEVELOPMENTS

If the PCs opened the locked doors with thieves' tools they can surprise the enemies next door. If they break through the door, combat will start immediately. If they failed to do both, the enemies from the next room will be alerted and surprise the PCs as they suddenly burst their way in.

## 2. CULTIST GUARD ROOM

There are 4 **cultists** in this room guarding the victims of their sink hole trap from escaping. They will go into area 1 periodically to check if new victims have landed. Look at the "development" section above for guidance on their behaviour.

The room is small and there is a dining table in the center of the room, littered with wine and food stolen from their victims.

### TRAPPED CHEST

There is a trapped chest at a corner of the room. It has a note glued to the top with the following words written in bold red "DO NOT TOUCH".

PCs need to make DC14 Intelligence (Investigation) check to discover the poisoned razor hidden under the latch so that they can open it without harming themselves. If a PC opens the chest without making the check, that PC takes 1d6 poison damage.

### TREASURE

The chest contains 500 cp, 100sp & 15 gp of money they had taken from their victims. The chest also contains a golden statuette of a dancing pixie worth 15 gp.

## 3. GOBLIN'S DEN

As soon as the PCs enter the room, 4 **goblins** that are resting in this room jumps up to attack them. Two will charge the players while the other two will jump into the mud pit and shoot their arrows from there. As they stand waist deep in the mudpit, they receive half cover (+2 to their armor class). The mud pit is considered difficult terrain.

### TREASURE

If the PCs look into the trash heap, they can find 2d4 of crossbow bolts, 2d4 of arrows & 1 flask of Alchemist's Fire.

### HIDING SPOT

If the PCs ever find the need to hide, they can hide in the pile of rubbish in the corner of the room and roll Dexterity (Stealth) with advantage.

## 4. RITUAL HALL

As long as the PCs do not enter the cult leader's or the goblins' line of sight, they will remain undetected. But as soon as the PCs come into view, read the following.

In the center of this cavernous room, between a stone altar and a cracked statue of a demonic entity, you can see a decrepit man in gold threaded cloak, flanked by two watchful goblins.

On the altar is a dissected cadaver that he gleefully stuffs with green glowing slime. As he notices your presence, he looks up, points his finger at you and says "Can't wait to become Moloch's followers, do you? Come, let me reward your enthusiasm!"

He flips the lever to his left down and the door to the exit slides down. He then pulls up a green skull talisman out his robe. The zombies resting in the depression of the cave wall starts to stir.

The 6 **zombies** here have special mechanics. They have the same initiative as the **Cult Leader, Crassus**, but they can't move or act unless he uses his action to command them with his talisman. The 2 **goblins** will charge to attack.

The lever L1 controls the door to the exit. It is currently flipped down and the door is shut. Lever L2 toggles the spike trap right before the exit. It is currently at the up position and inactive.

### SPIKE TRAP

If lever 2 is flipped down the trap becomes active and whenever a PC enters the area, it deals 1d6 piercing damage.

### TREASURE

Crassus has a jewelled gold ring engraved with Moloch's visage that's worth 20 gp. There is also silver dagger under the altar.

## CONCLUSION

If the PCs killed or captured Crassus. Upon returning to Meadhaven, Olly will tell everyone in town about the experience he's had with the PCs. Sherrif Roland Tress will laude the heroes for their bravery and award them 10 gp each. He sees great potential in them and expects to see them make greater achievement.

If you want to leave the players with a cliffhanger to whet their appetite for more adventure, tell them that despite the Sherrif believing your story, they find the cave to be completely empty when they decided to investigate it the next day.

## AWARDING EXPERIENCE POINTS

- Add up the experience points gained by all defeated enemies in the dungeon and neutralised zombies. Then divide the result equally among the PCs.
- Award 50 XP to each PC if they successfully moved Olly from under the wagon.
- Award 100 XP to each PC if they had moved Olly and he is still alive by the end of the adventure.
- Award 50 XP to each PC if none of them receive any damage from the spike trap in area 4.

# APPENDIX: MONSTER & NPCs

The stats blocks are arranged in alphabetical order

## COMMONER

*Medium humanoid (any race), any alignment*

**Armor Class** 10  
**Hit Points** 4(1d8)  
**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	10 (0)	10 (0)	10 (0)	10 (0)	10 (0)

**Senses** passive Perception 10  
**Languages** any one language (usually common)  
**Challenge** 0 (10 XP)

### Actions

**club.** *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit* 2 (1d4) bludgeoning damage.

**Commoners** include peasants, serfs, slaves and servants, pilgrims, merchants, artisans, and hermits.

## CULTIST

*Medium humanoid (any race), any non-good alignment*

**Armor Class** 12  
**Hit Points** 9(2d8)  
**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	12 (+1)	10 (0)	10 (0)	11 (0)	10 (0)

**Skills** Deception +2, Religion +2  
**Senses** passive Perception 10  
**Languages** any one language (usually common)  
**Challenge** 1/8 (25 XP)  
**Dark Devotion.** The cultist has advantage on saving throws against being charmed or frightened.

### Actions

**Scimitar.** *Melee Weapon Attack:* +3 to hit, reach 5ft., one creature. *Hit* 4 (1d6 + 1) slashing damage

**Cultists** swear allegiance to dark powers such as elemental princes, demon lords, or archdevils. Most conceal their loyalties to avoid being ostracized, imprisoned, or executed for their beliefs. Unlike evil acolytes, cultists often show signs of insanity in their beliefs and practices.

## CULT LEADER, CRASSUS

*Medium humanoid (human), neutral evil*

**Armor Class** 12  
**Hit Points** 22(5d8)  
**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	14 (+2)	11 (0)	10 (0)	13 (+1)	14 (+2)

**Skills** Deception +4, Persuasion +4, Religion +2  
**Senses** passive Perception 11  
**Languages** Common, Infernal  
**Challenge** 1 (200 XP)  
**Dark Devotion.** Crassus has advantage on saving throws against being charmed or frightened.  
**Spellcasting.** Crassus is a 4th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). He has the following cleric spells prepared:

- **Cantrips** (at will): light, sacred flame, thaumaturgy
- **1st level** (4 slots): command, inflict wounds, shield of faith
- **2nd level** (3 slots): hold person, spiritual weapon

### Actions

**Scimitar.** *Melee Weapon Attack:* +4 to hit, reach 5ft., one creature. *Hit* 5 (1d6 + 2) slashing damage

## GOBLIN

*Small humanoid (goblinoid), neutral evil*

**Armor Class** 15 (leather armor, shield)  
**Hit Points** 7 (2d6)  
**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (0)	10 (0)	8 (-1)	8 (-1)

**Skills** Stealth +6  
**Senses** darkvision 60 ft., passive Perception 9  
**Languages** Common, Goblin  
**Challenge** 1/4 (50 XP)  
**Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

### Actions

**Scimitar.** *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 5 (1d6 + 2) slashing damage

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit* 5 (1d6 + 2) piercing damage

## ZOMBIE

*Medium undead, neutral evil*

**Armor Class** 8  
**Hit Points** 22 (3d8 + 9)  
**Speed** 20ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

**Saving Throws** Wis +0  
**Damage Immunities** poison  
**Condition Immunities** poisoned  
**Senses** darkvision 60 ft., passive Perception 8  
**Languages** understands the languages it knew in life but can't speak  
**Challenge** 1/4 (50 XP)  
**Undead Fortitude.** If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

### Actions

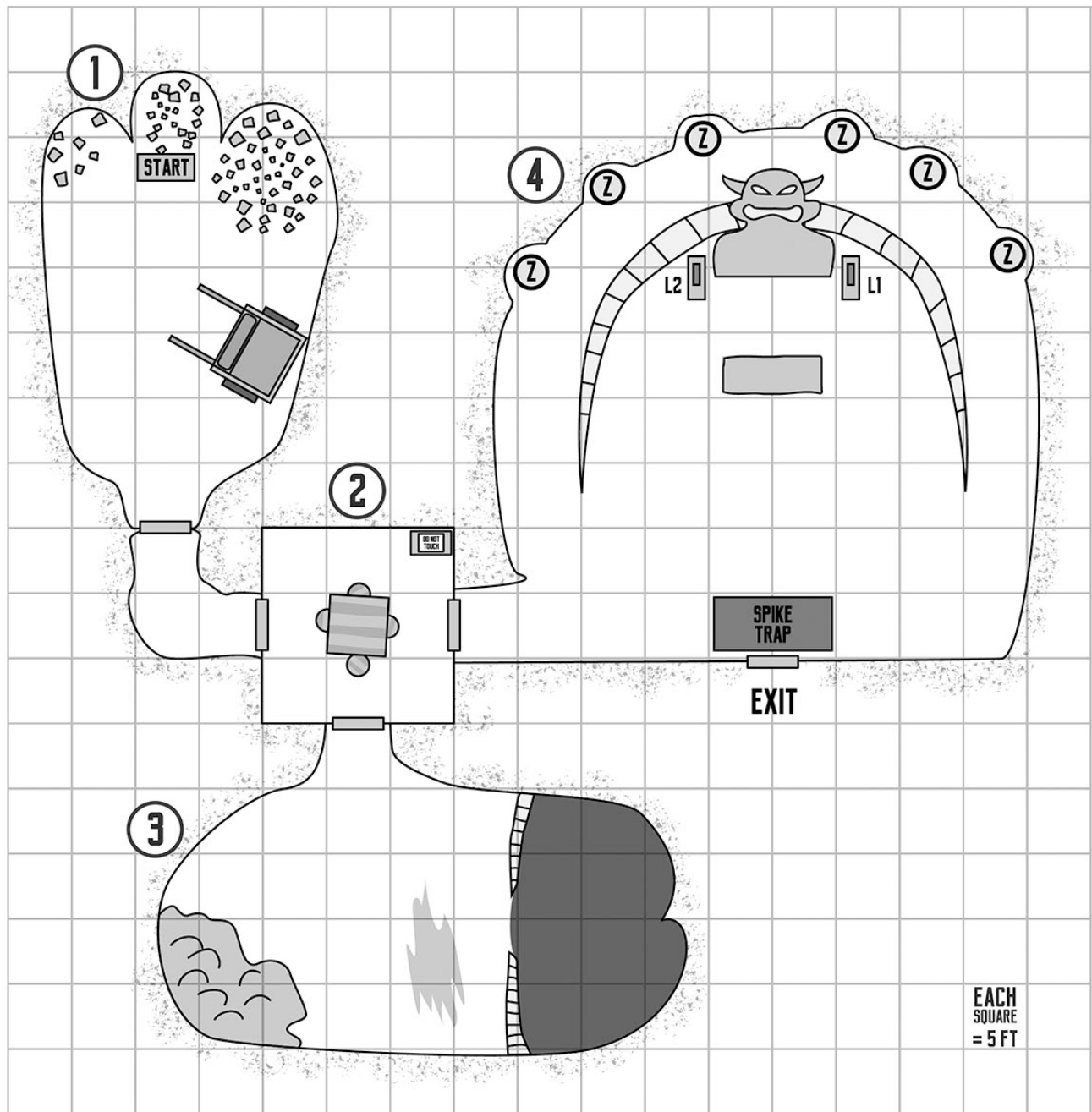
**Slam.** *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 4 (1d6 + 1) bludgeoning damage

## CREDITS

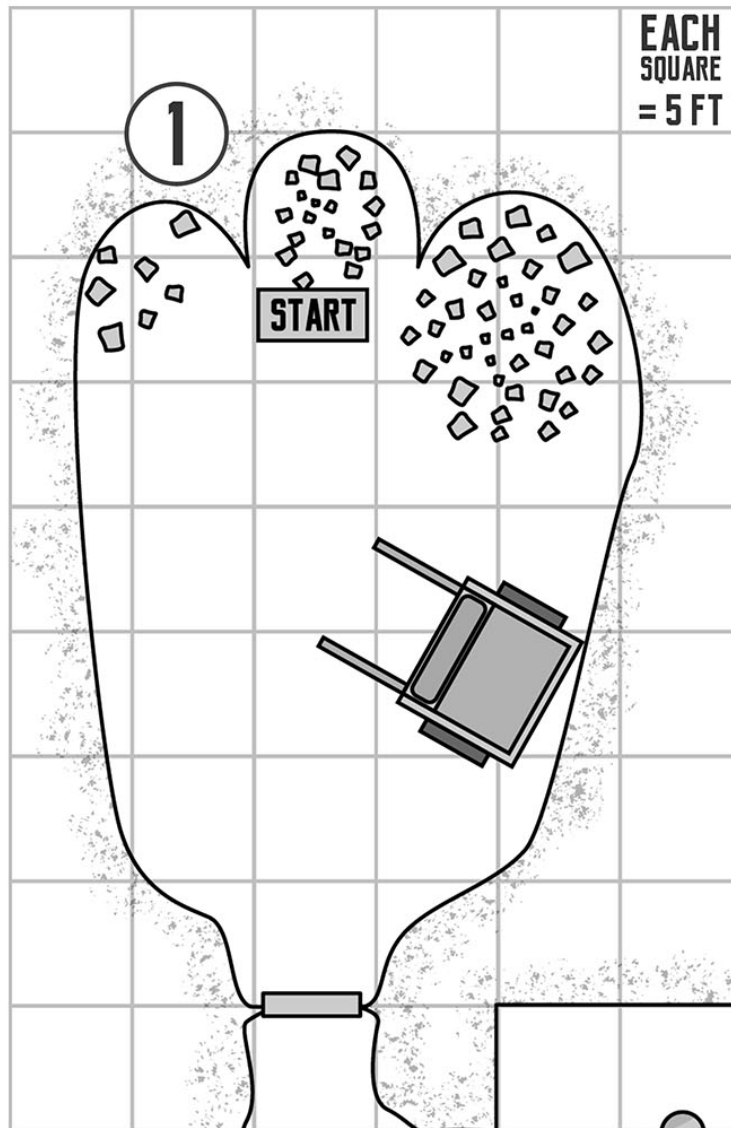
**Creator:** CJ Leung [Don't Stop Thinking](#)

**Template:** The Homebrewery

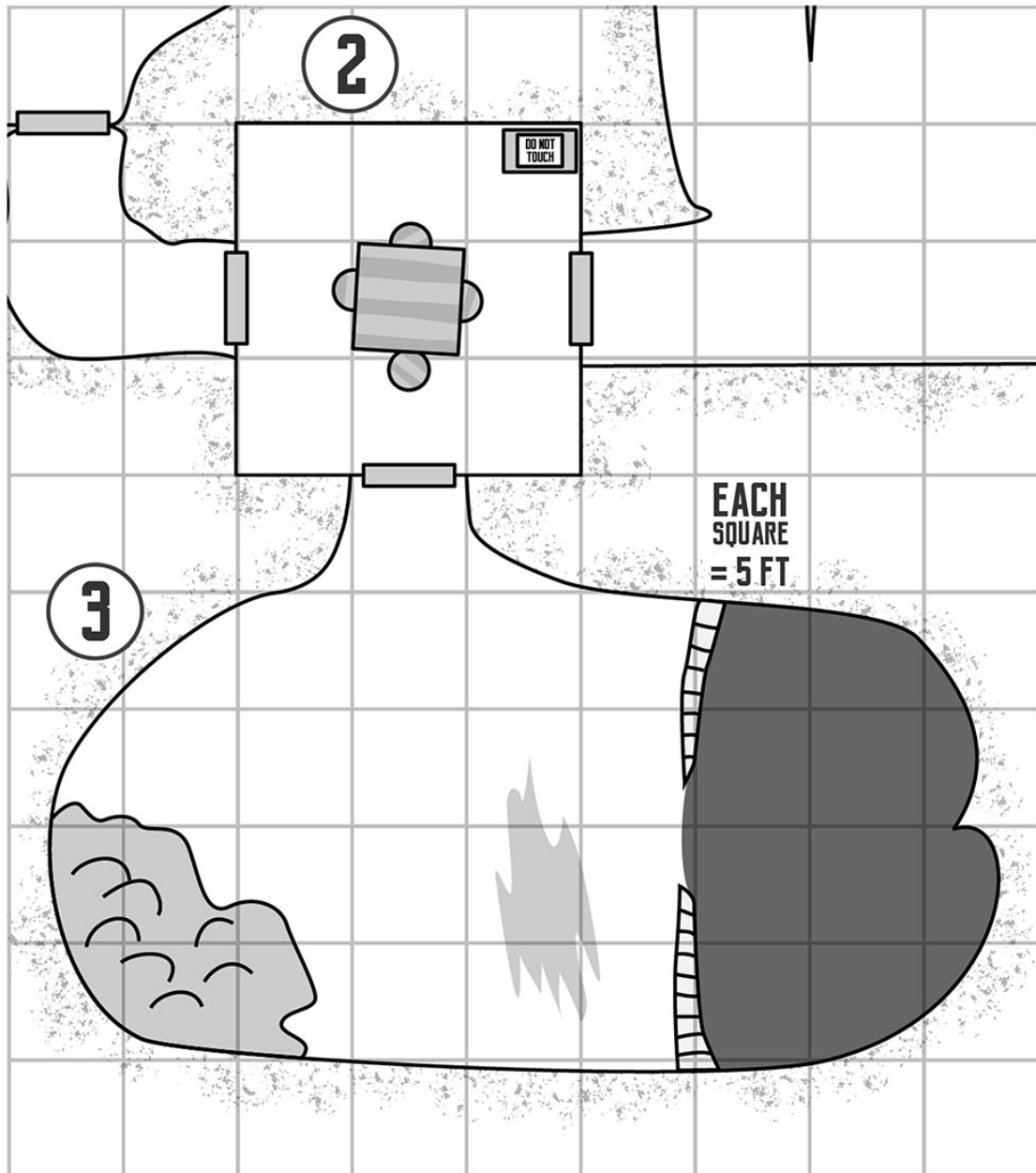
# FULL MAP OF DEATH PIT OF MOLOCH



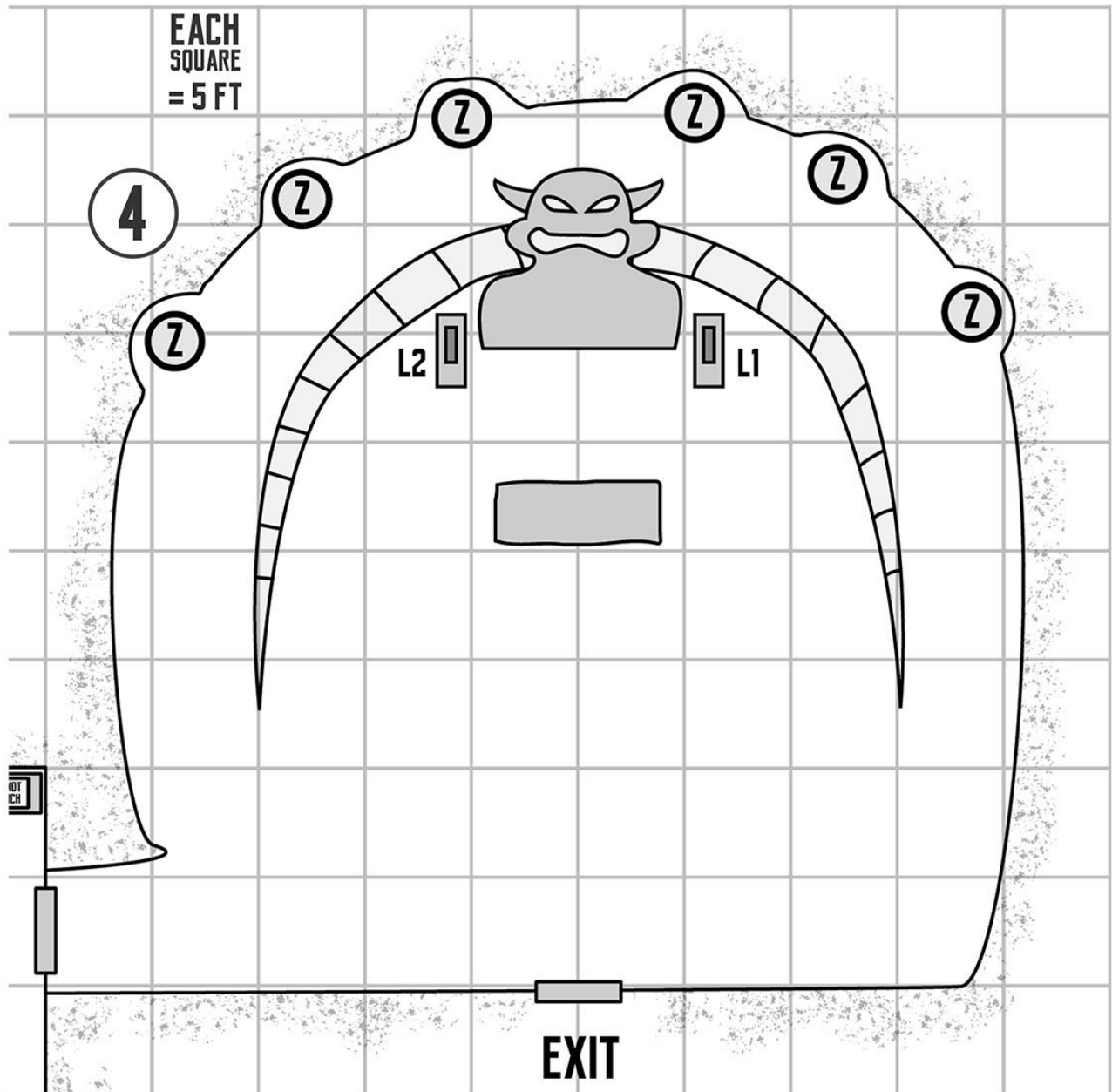
# DEATH PIT OF MOLOCH: AREA 1



# DEATH PIT OF MOLOCH: AREA 2 & 3



# DEATH PIT OF MOLOCH: AREA 4



# DEATH PIT OF MOLOCH: PAWN PIECE

